# **ARTIST brings**

- I x MacPro computer
- I x MOTU firewire audio interface
- 2 x stomp pedal fx
- I x Field Kit
- I x custom motor/light controller
- 3 x light / acoustic instrument (with mic stand adapters)
- I x headphones
- xx cables for table connections

## **VENUE** provides

### AUDIO.

- AUDIO P.A. QUADRAPHONIC
- AUDIO MIXER on stage table, 12 ch. min + 4 discrete outs
- 3 x STEREO ACTIVE D.I. BOXES
- 2 x STAGE MONITORS (to be discussed, depending on stage size/position)
- 6 x I/4' JACK CABLES TO DI BOXES

#### **VIDEO**

- I x overhead video projector, HD 16:9 proportions, VGA / HDMI input, 6000+ ansi-lumen
- I x BIG projection screen, exact size must be discussed and agreed at each gig.
- VIDEO cable from computer to projector (HDMI)

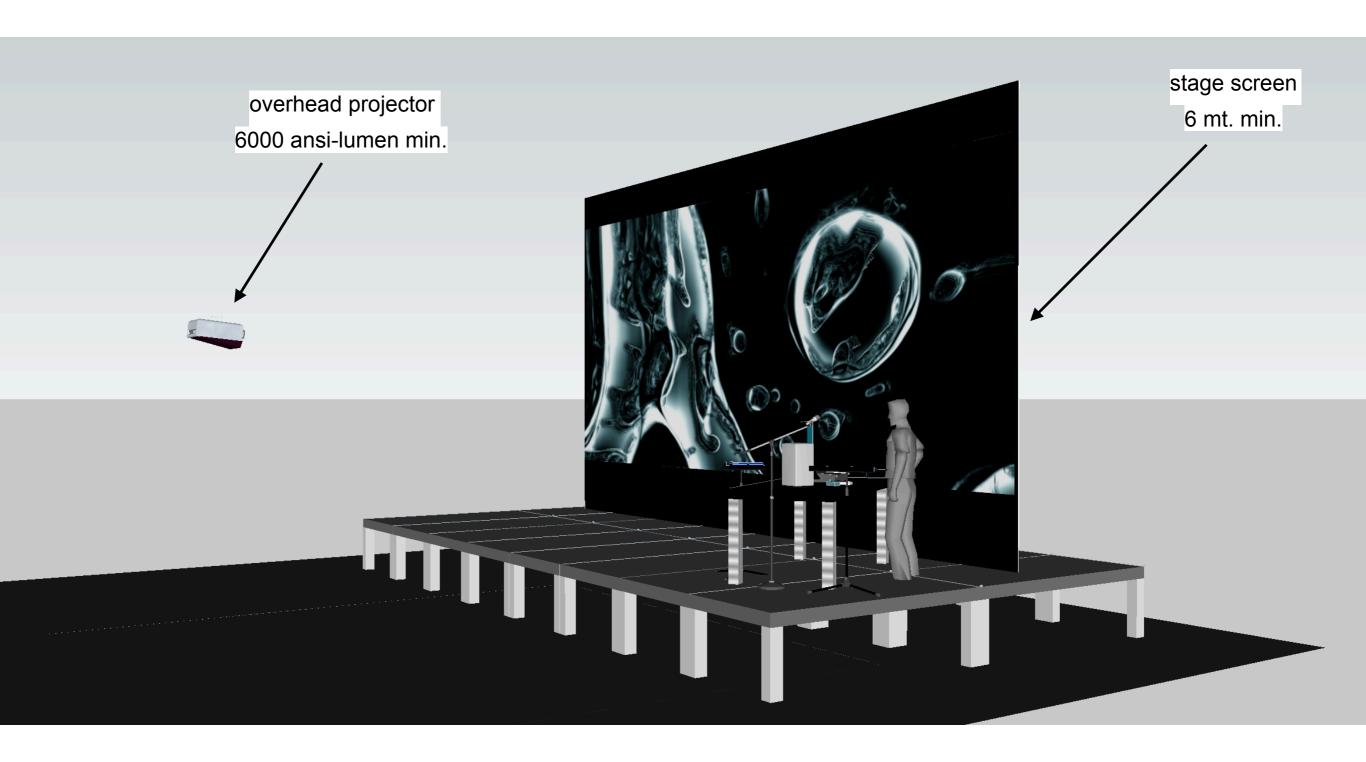
#### STAGE

- I x table, 2 mt, (for stage mixer, computer and other TeZ equipment)
- 3 x microphone stands (no mic required)
- 2 x power strips, 6 plugs each
- I x small light for mixer and I x table light

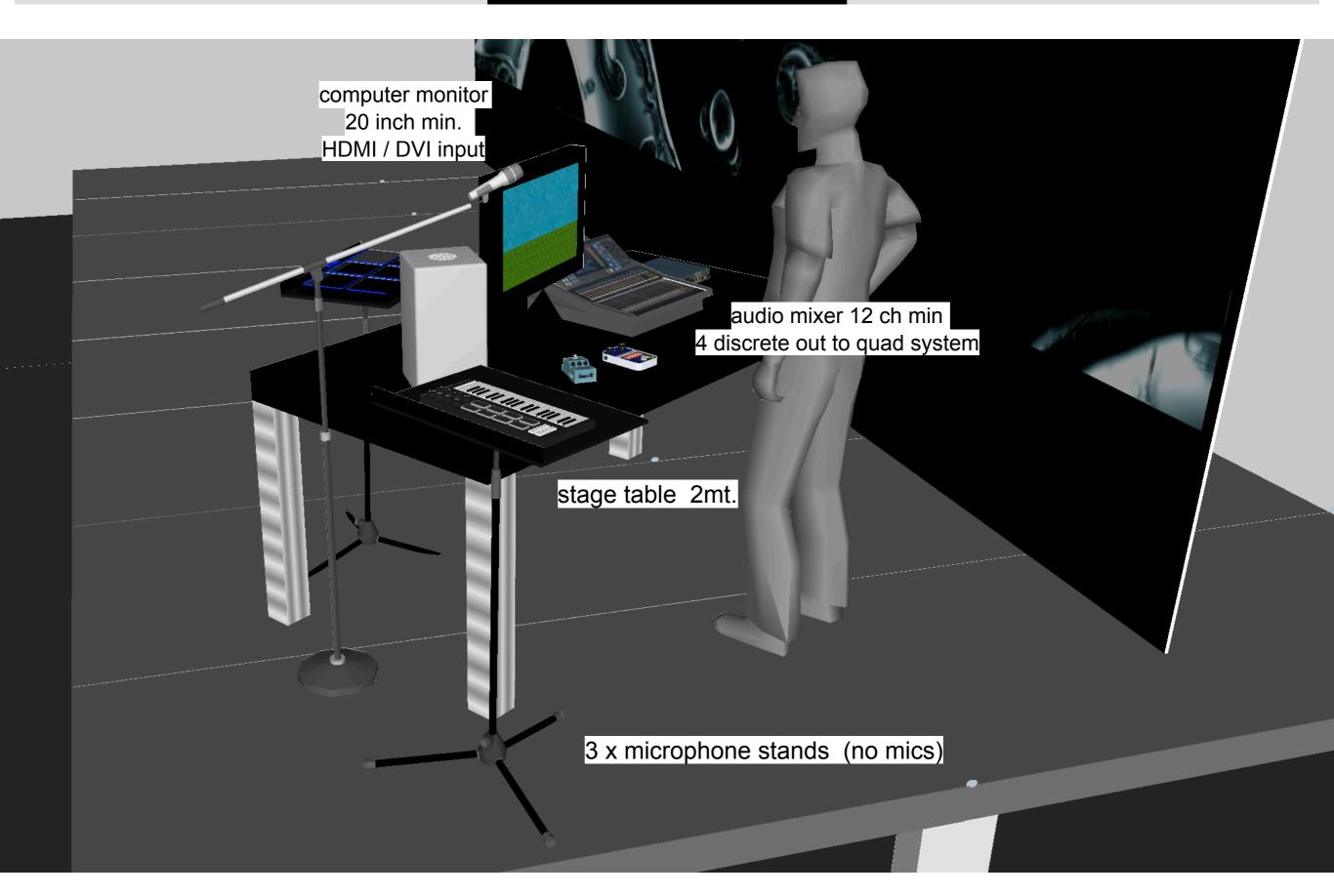
NOTE: TOTAL DARKNESS ON STAGE VIDEO IS THE ONLY REQUIRED LIGHT



TeZ PLASM Live staging view #1



TeZ PLASM Live staging view #2



TeZ PLASM Live staging view #3

PLASM real-time soundscape is encoded in Ambisonics and diffused through a quadraphonic (4.1) sound system. 4 full-range audio signals are fed to the amplifiers. Internal crossover at P.A. level is required to split the frequency range and address the subwoofer. If speakers are full-range and able to

play as low as 40 Hz then no subwoofer is required. AUDIO INTERFACE OUTPUT CHANNELS LEFT FRONT RIGHT FRONT OUT amp. 1 crossover **SUB** amp. 2 crossover L 

■ OUT LEFT REAR RIGHT REAR